Claims

1. Rope game device with an outer frame (1) and with ropes arranged within the outer frame (1) and forming a spatial net (12), and which are attached in a tensionable manner to specific node points (2) of the outer frame (1),
characterised in that
the outer frame (1) has an icosahedron shape and the edges and the corners of the icosahedron shape are formed as frame elements (4) having the shape of an equilateral triangle, comprising rods (3) and the node points (2) and that within the outer frame (1) one or more hollow ball modules (11, 12) are arranged and retained on the same in a tensionable manner, which are arranged within one another and have the spatial form of a truncated icosahedron.

2. Rope game device according to claim 1,
characterised in that
one outer hollow ball module (11) is retained in a tensionable manner by guy ropes (6) at twelve node points (2) of the icosahedron shape.

3. Rope game device according to claim 1 or 2,
characterised in that
an inner hollow ball module (12) is retained by connecting ropes at the outer hollow ball module (11).

4. Rope game device according to one of claims 1 to 3,
characterised in that

the outer frame (2) has thirty rods (3) of equal length, which ends are connected to the node points (2).

5. Rope game device according to one of claims 1 to 4, characterised in that
the outer frame (2) has further stabilising elements.

6. Rope game device according to one of claims 1 to 5, characterised in that
the hollow ball modules (11, 12) have twelve regular pentagons (8) and twenty regular hexagons (9).

7. Rope game device according to one of claims 1 to 6, characterised in that
starting from the corners of each pentagon (8) of the outer hollow ball module (11), respectively, five guy ropes (6) are brought together in a **pyramidic** manner at the node point (2) and are retained there in a tensionable manner.

8. Rope game device according to one of claims 1 to 7, characterised in that
the corners of each pentagon (8) of the outer hollow ball module (11) are, respectively, connected by five connecting ropes (7) to the corners of each pentagon (8) of one or further inner hollow ball modules (12).

9. Rope game device according to one of claims 1 to 8, characterised in that

one hollow ball module (11, 12) is composed of two rope elements of different length and which are shorter for the inner hollow ball modules (12).

10. Rope game device according to one of claims 1 to 9, characterised in that
the connecting ropes (7) are rigged guy ropes (6).

11. Rope game device according to one of claims 1 to 10,
characterised in that
the node points (2), connected to each other by rods (3), are formed as hollow bodies (13), containing the rope tensioning elements (18).

12. Rope game device according to one of claims 1 to 11, characterised in that
the rods (3) are retained by threaded bolts (14) on a wall (17) of the hollow body (13).

13. Rope game device according to one of claims 1 to 12, characterised in that
the rope tensioning elements (18) are retained in or at the wall (17) of the hollow body (13), respectively.

14. Rope game device according to one of claims 1 to 13, characterised in that
one frame element (4) has a frame extension (21) connected to the node point (2).

15. Rope game device according to one of claims 1 to 14, characterised in that

the frame extension (21) is formed as a spatial construction from rods (3) and node points (2).

16. Rope game device according to one of claims 1 to 15, characterised in that
at least one equilateral triangle, formed by a frame element (4), has a two dimensional insert (20), especially from a fabric material, metal or plastic.